HT313

DRAWING

HOW TO DRAW & PAINT

Manga

Learn to draw step by step



Considering composition ▪ Developing features
Shading and coloring ▪ Creating characters

BY JEANNIE LEE



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My Manga World

Author Jeannie Lee always had an affinity for comics and cartoons—she grew up with Korean comics (man-hwa) as a child and was a devoted Disney fan. When she first discovered Japanese manga and anime, however, she knew she was hooked for life. Jeannie started drawing at a very young age, and her supportive parents found a talented local contemporary Western artist by the name of Ji Young Oh, who took Jeannie under her wing for over seven years. Jeannie considers Ms. Oh to be the most important artistic influence in her life. Her education also included two years of studying traditional character animation at California Institute of the Arts; from this education spawned interests in Flash animation and working with vectors. Jeannie considers herself very fortunate to be able to indulge in many types of artistic expression and plans to continuously increase her skill set in the years to come. Currently, Jeannie is a digital artist at Gaia Interactive, and she has worked for Marvel Entertainment, Inc., TOKYOPOP, and UDON Entertainment. When she isn't working, she indulges in various crafts and hobbies, such as knitting.

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Walter Foster

The Art of Manga

Manga is the Japanese word for "comics," which literally translates to "whimsical pictures." It is generally used to describe comics that are made in Japan, but it is also loosely used to describe comics that resemble Japanese comics, even though they are not created in Japan. The four major types of manga are *shônen, shôjo, seinen,* and *jôsei. Shônen*, or boys' manga, is action-packed and usually includes sports, science fiction, or fantasy elements. Dealing with romance, comedy, and coming-of-age drama, *shôjo* manga is aimed at junior high school and high school-aged girls. Adult male audiences read *seinen* manga, which offers business and crime stories, as well as historical and military dramas. And for young and middle-aged women, *jôsei* manga focuses on career, family, and romantic dramas. There are also manga for food enthusiasts, gamers, and other hobbyists.

Most manga is produced in Japan and translated for overseas audiences, but original manga and manga-influenced works can increasingly be found in Korea, China, France, and America as well. Discover the art of manga with the instruction in this book, produce your own manga, and become a part of the growing global manga community!

Tip

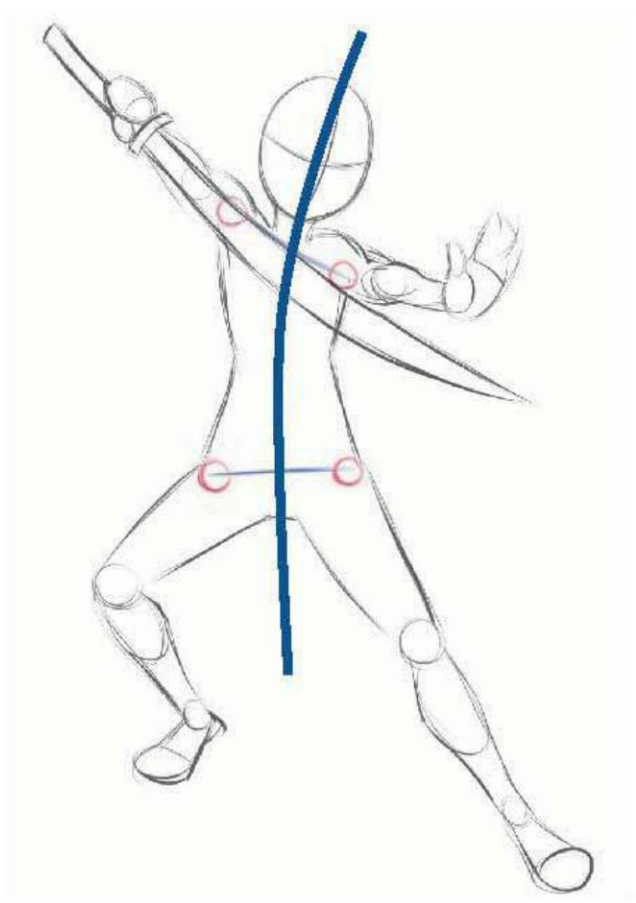
In Japan, a *mangaka,* or manga author, has assistants who help with details, backgrounds, and screentone. Most manga artists start off as assistants before attaining full *mangaka* status, but it is possible to gain recognition through contests and skip the apprenticeship stage. You too can become a *mangaka!*



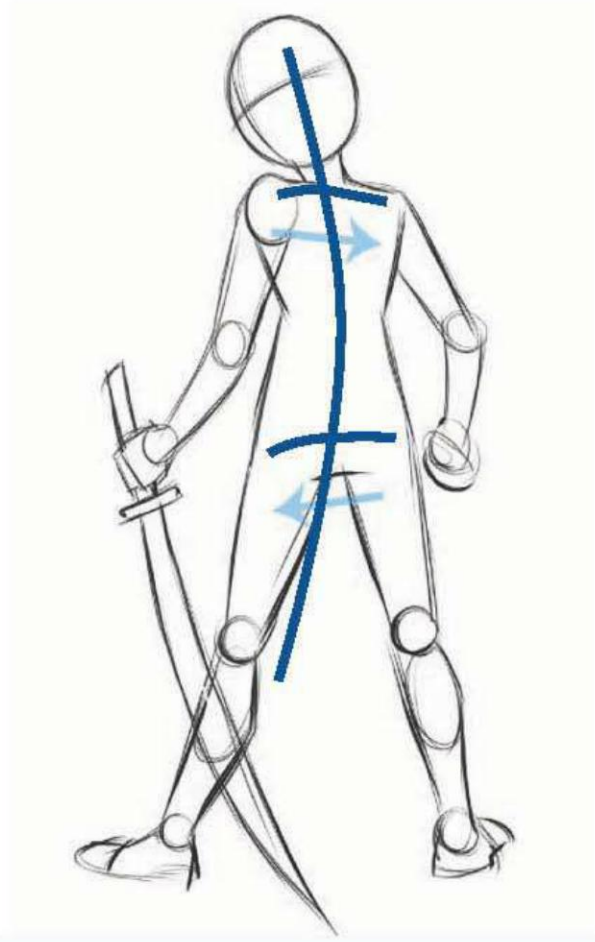


Lines of Action

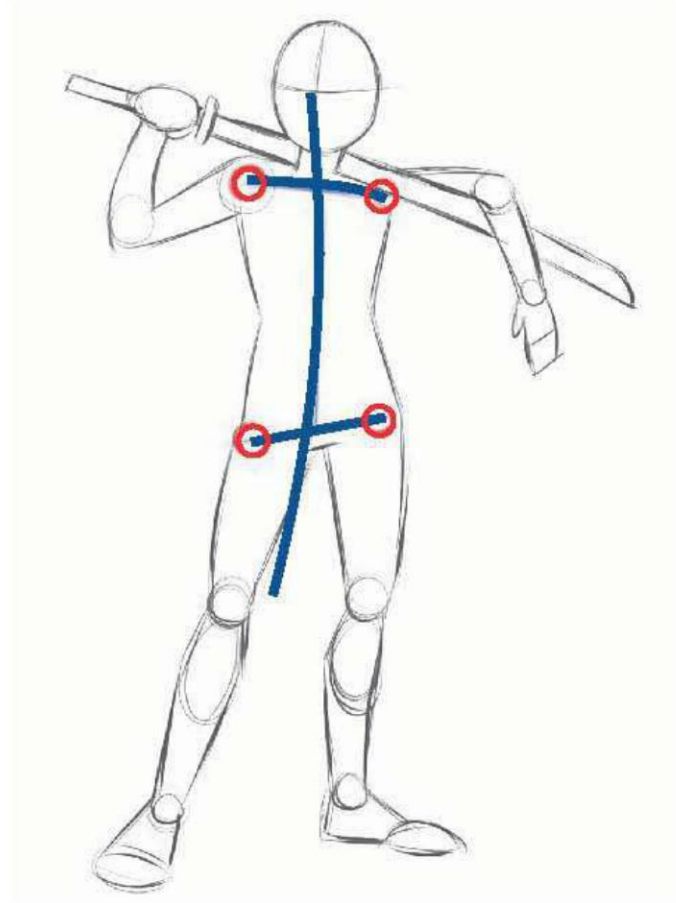
Different types of lines in a composition, such as curves or diagonals, can convey action and movement. However, the line of action is a specific, imaginary line that extends through the main portion of the figure you are drawing, usually following the direction of the figure's spine. The line of action, along with two smaller lines—the shoulder line and the hip line—define a figure's pose. It is also helpful to plan out the facial feature guidelines on the head and the four major joints in your initial sketch. These structures will allow you to quickly and efficiently establish a character's pose. A good exercise for understanding how these interrelated lines and joints make up a pose is to observe a live, human figure—your own body! Strike several different poses in front of a large mirror and sketch out the line of action, shoulder line, hip line, major joints, and facial guidelines.



Line of Action The blue line of action above mimics the spine and the tilt of the neck and head. Defining the line of action first will help you figure out the rest of the pose, since all body parts follow the orientation of the trunk and spine.

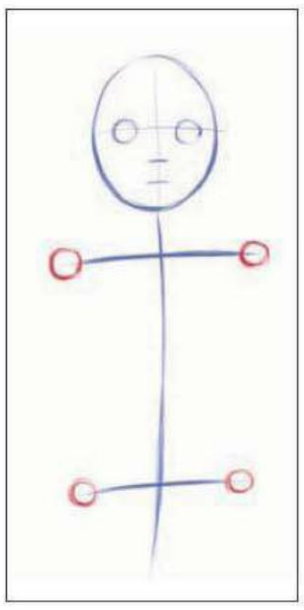


Shoulder and Hip Lines The shoulder and hip lines intersect the line of action and define the position and origin of movement for the limbs. Establishing these lines with the line of action offers base for how far the limbs can move in any direction.

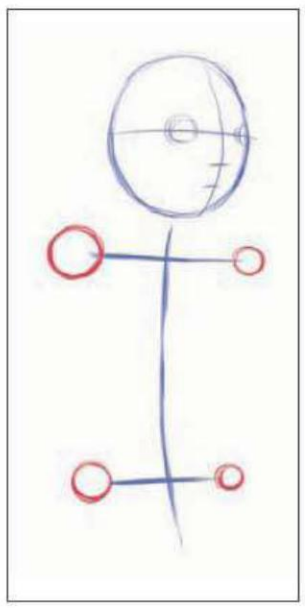


Tilting Lines Tilt the shoulder and hip lines in opposite directions to achieve more interesting and natural-looking poses. Doing so adds a subtle dynamic to the pose, when compared to a character whose shoulders and hips are parallel to the ground.

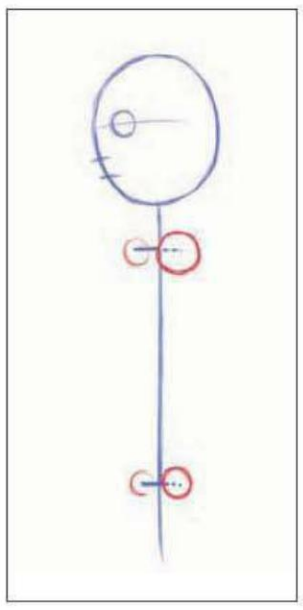
Perspective



Front View
From the front view, with a subject simply standing facing forward, the hip and shoulder lines are parallel and the four major joints are equal in size. In males, the shoulder line is generally longer than the hip line, since males tend to have broader shoulders than females.



Three-Quarter View In this diagram, the figure is at a three-quarter angle, which is the most commonly drawn perspective. Notice that the shoulder and hip joints (red circles) closest to the viewer are larger than the joints on the farther side. (See page 12 for more on this effect.)

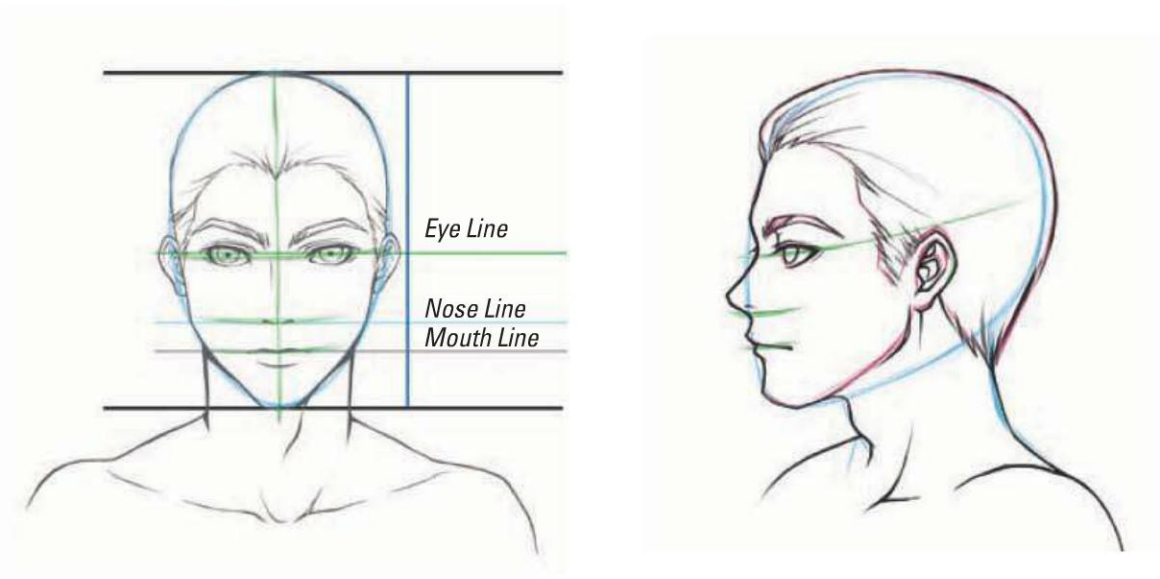


Side View
The side view is often difficult to draw, because only the line of action and joints closest to the viewer are visible. I suggest drawing through the image and placing all lines and joints. Your final drawing will appear more three-dimensional if you can visualize the entire structure.

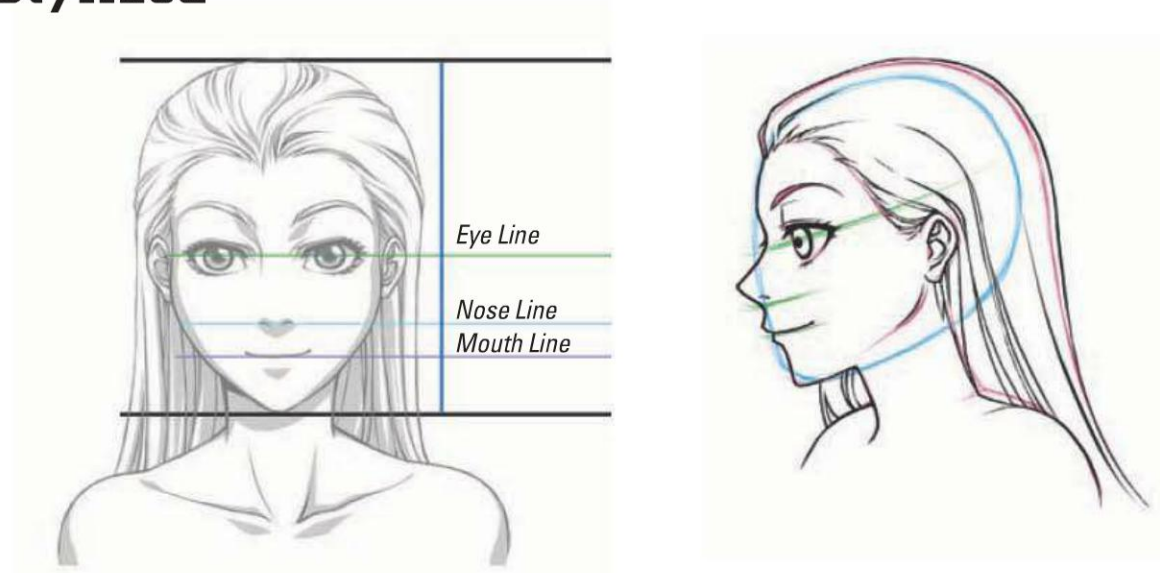
Drawing Heads

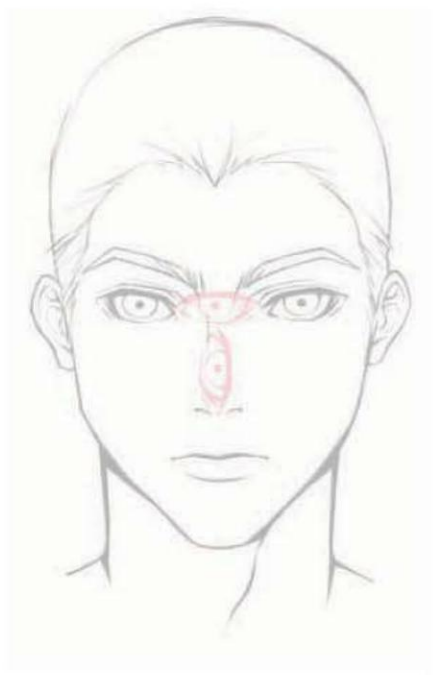
The head is probably the most important body part to draw, as it is the source of a character's emotion and personality. Study the diagrams of the male and female heads at right for average ratios and proportions between facial features. Some artists draw in a more realistic style with facial proportions that are closer to the real human form; other artists choose to draw in a more stylized way with bigger eyes or longer foreheads. Once you understand the fundamental shapes and proportions of a typical realistic face and its features, you can bend the rules to create more extreme or unique styles.

Naturalistic

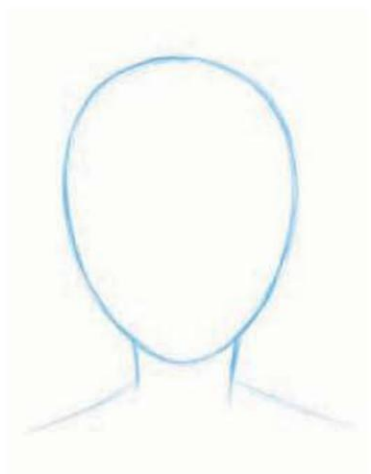


Stylized



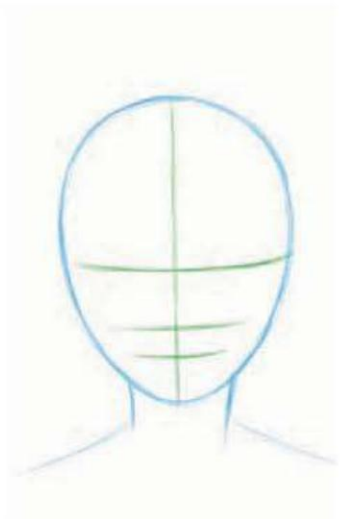


T-Zone **A simple yet efficient way of measuring eye distance is to use the eye itself. Generally, the space between the eyes is about the length of one eye. There is a similar amount of space between the bridge and tip of the nose. However, these are only average measurements—your style may dictate otherwise!**



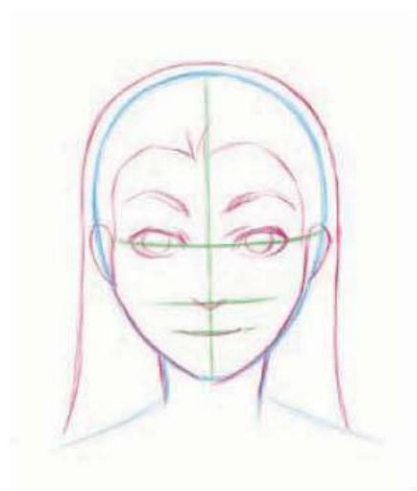
Step 1

To draw a head, begin with the head shape, which is usually an oval. See "Head Shapes" on page 11 for examples of different head shapes.



Step 2

Once you have established the face shape, sketch in the guidelines for the facial features—a cross for the eye line and T-zone, and shorter horizontal lines for the nose and mouth locations.



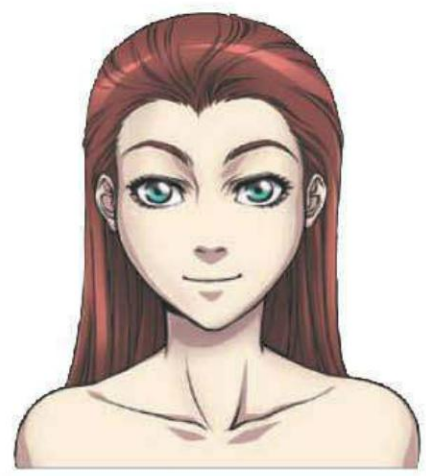
Step 3

Next lightly sketch the basic features—the eyes, ears, nose, mouth, eyebrows, and hairline. Try to sketch lightly, as darker lines are difficult to erase and may wear down the paper if you decide to redraw any features.



Step 4

When you are satisfied with your sketch, ink your drawing, or turn it into line art. Add the final details, such as eyelashes and pupils. Some artists color directly on a refined sketch; others clean and tighten them with line art first.



Step 5

The final step is coloring. Whatever medium you decide to use here is completely up to you! See page 5 for coloring techniques.

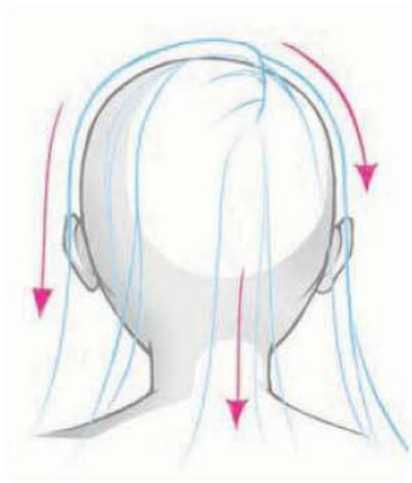
Drawing Hair



Hairstyles and Personality **Hair can play an important role in defining a character. For example, you may give a bubbly, *shôjo* girl bouncy curls or a young, rebellious hero pointy, gravity-defying locks. Accentuate a tough guy's angular features with close-cropped hair, a widow's peak, and sideburns.**

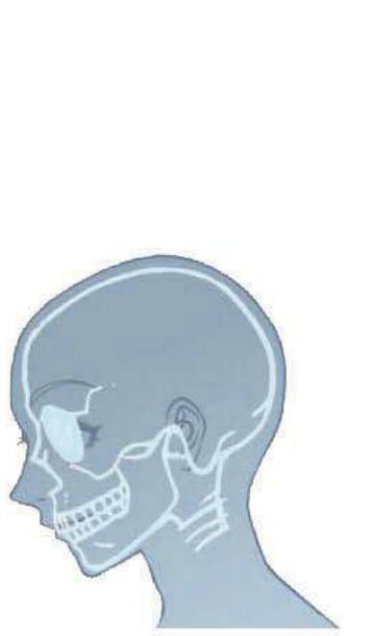
Curly, spiky, cropped, or straight—there are many different ways to draw hair and hairdos can be interpreted differently based on an artist's style. Some artists prefer drawing hair realistically with a lot of detail. Others prefer a stylized look, and draw only contour lines that imply the hair's shape. You can also block in the hair without highlights or shading if a character has dark hair. The choices are endless!

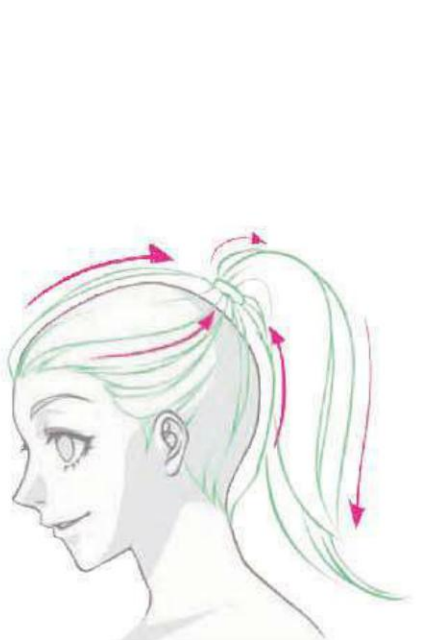


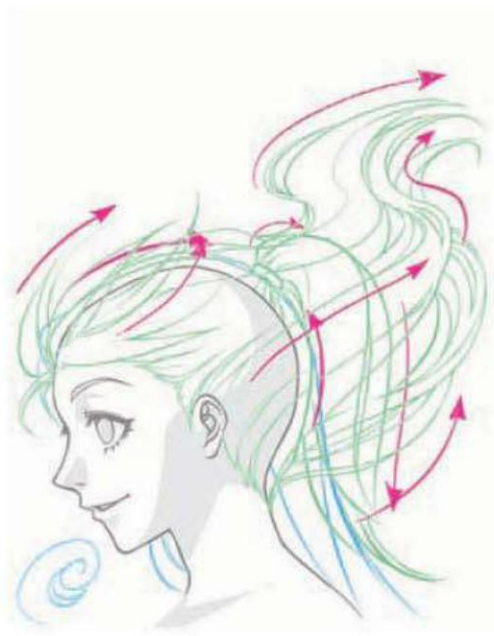




Hair and Gravity **In this illustration, the hair is transparent, so you can see how hair drapes around the head and neck. Keep in mind that gravity determines how a character's hair falls. Decide where you want to part the hair (this example shows a side part) and draw the hair hanging down from that part.**



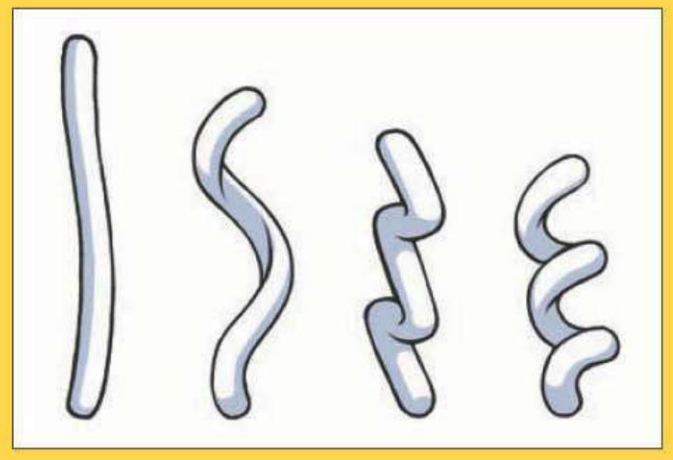




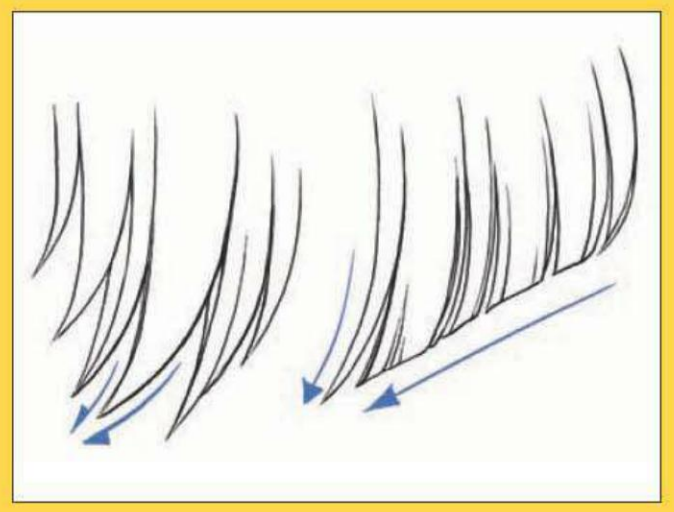
Hair and Head Shape **There is a close relationship between the skull, head, and hair. The shape of the skull defines the head shape and the head shape affects the size and direction of hair growth. Some characters have large hair styles or tie their hair back, and wind may influence the shape of hair. Always draw hair around the shape of the head and consider the effects of gravity.**

Hair textures

It is helpful to understand how individual strands and clumps of hair behave when trying to depict various hair textures and styles. Natural hair styles will have a different shape and weight than crimped, curled, or bluntly cut hair.



Manipulated Hair **Imagine each strand of hair as a string. When straight, it is at its maximum length. Adding a wave, crimp, or curl shrinks the strand. Now remember that hair is made up of many individual strands.**



Hair Ends **In most styles, hair ends are drawn in points or clumps (above, left). You also can draw hair that is cropped straight at the ends, giving the hair a freshly cut appearance (above, right).**

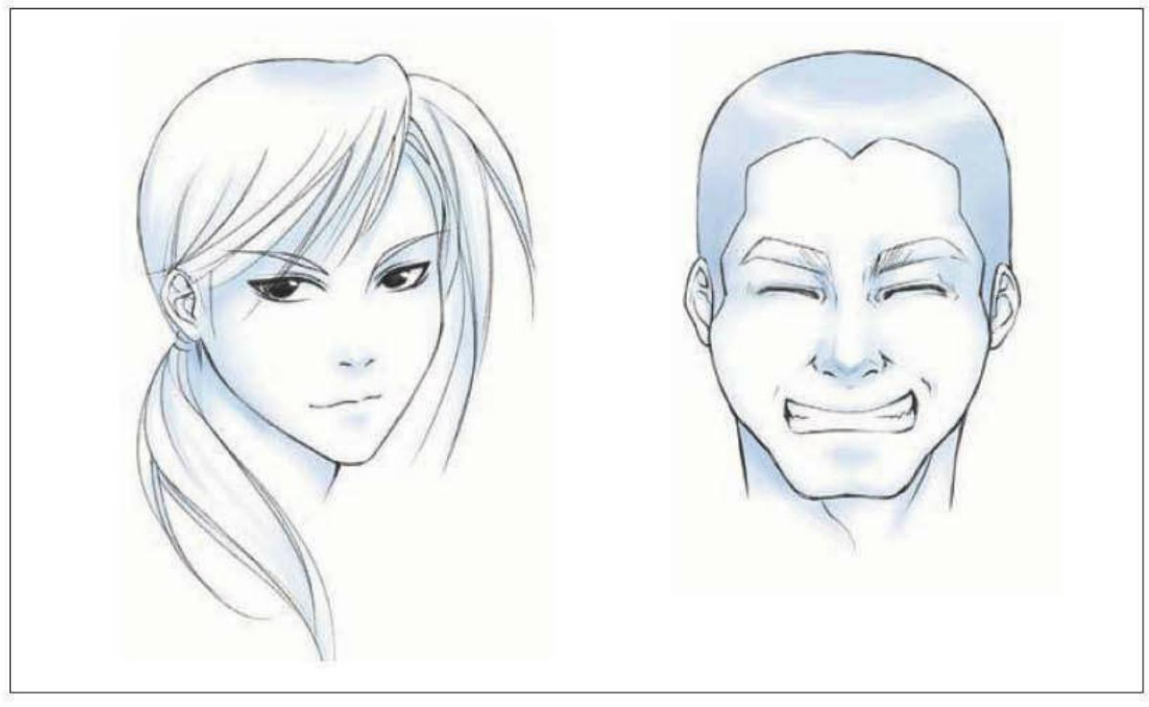
Drawing Facial Features

A great deal of manga storytelling occurs on a character's face where a range of emotions are displayed. On page 8 you learned the basic proportions and relationships between features. Now let's focus on the individual facial features and see how they all work together to bring a character to life.



Eyes

Eyes are easily the most expressive part of a character's face, and there are an infinite number of ways to draw them. Above are a couple of basic examples of different eye shapes and sizes. Notice how the eyes draw your attention and define the character. The male with beady, narrow eyes could be a villain, and the big, bubbly eyes on the right could belong to a young boy in a *shôjo* comic. Try experimenting with a few different eye styles while thinking about the type of character you are trying to portray. Factors such as age, ethnicity, and personality can all affect the eyes.

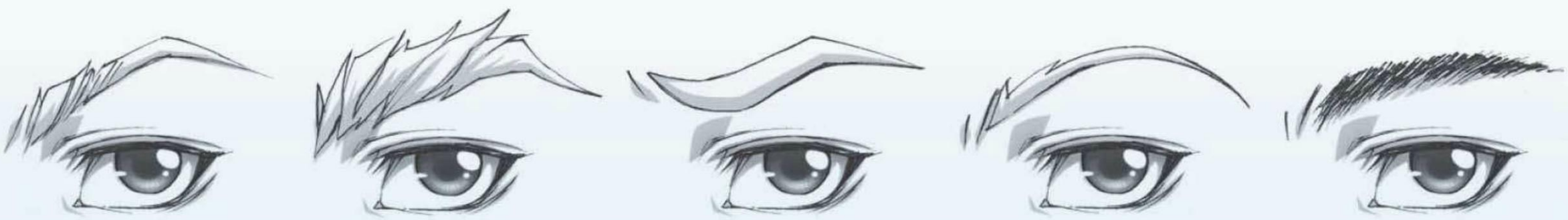


Noses and Mouths

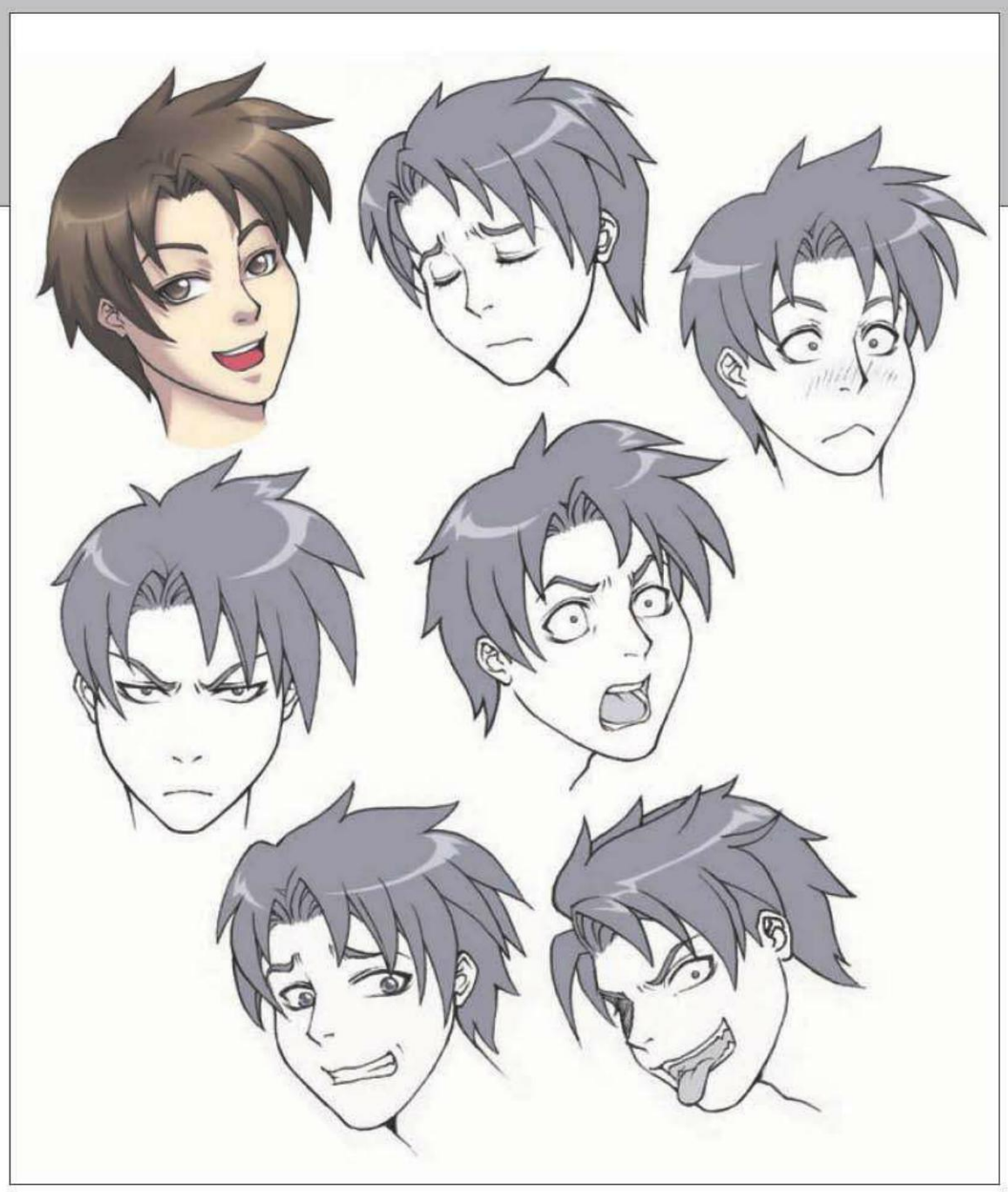
Noses don't move the way mouths and eyes do, but they complete the overall symmetry of the face and add a bit of character. Some artists find it difficult to draw noses, especially from the front view, but sometimes it just takes two small dots, short lines, or the implied shadow of the nose. Also keep in mind that males tend to have more prominent noses. The mouth is what makes a character smile, frown, laugh, or shout. Like eyes and noses, there are many ways to draw mouths—with simple lines or defined lips and dimples. On the other hand, some artists don't draw noses at all. This is especially common in *chibi* drawings, where the nose plays a lesser role.

Eyebrows

Eyebrows are also important for portraying expressions. Since eyebrows are made of hair, they will usually be the same color and style as a character's hair, although you can choose to give a little man huge, bushy, black eyebrows. Altering the shape of the eyebrow is effective for showing emotions. For example, if both eyebrows are facing sharply towards the center of the face, that would make the character look very angry. Having them point up may give the feeling of surprise or shock. You can use your own face as a reference—get in front of a mirror and start making faces, and pay attention to how your eyebrows move and shift with each one.



Angled Eyebrow | **Bushy Eyebrow** | **Arched Eyebrow** | **Thin, Rounded Eyebrow** | **Realistic Eyebrow**



Drawing Expressions Now put all of the facial features together to create different expressions. The character at left is shown making a variety of extreme faces—happiness, sadness, embarrassment, disapproval, outrage, fear, and wickedness. Even though the expressions change, the character should remain clearly recognizable in all drawings with consistent features, or readers may confuse him/her for different characters. A great exercise is to draw one character with many different emotions, making sure that he/she looks like the same character throughout.

Tip

The best way to practice expressions is to observe and draw from real life. If you have a friend who also likes to draw, one of you can make faces at the other while you quickly sketch them. You can also look to your favorite manga artists to see how they approach different emotions and expressions.

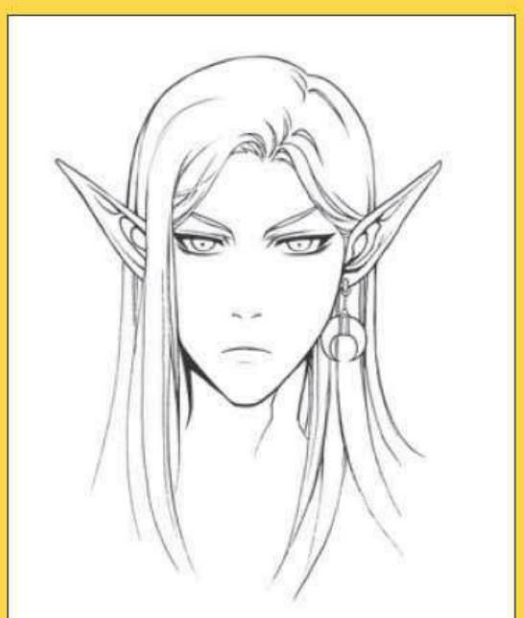


Head Shapes

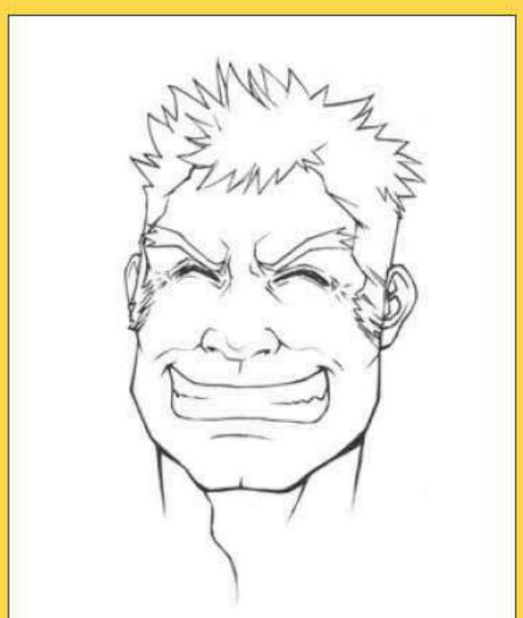
The shape of a character's head can reveal a lot about the character's personality. While the most common head shape is an oval, there are many other possibilities. The three basic shapes for drawing anything are the circle, square, and triangle. Experiment by combining the different shapes to create more unique and expressive head shapes.



Oval Most of your characters will have oval-shaped heads.



Triangular Sharply angled heads are good for evil villains.



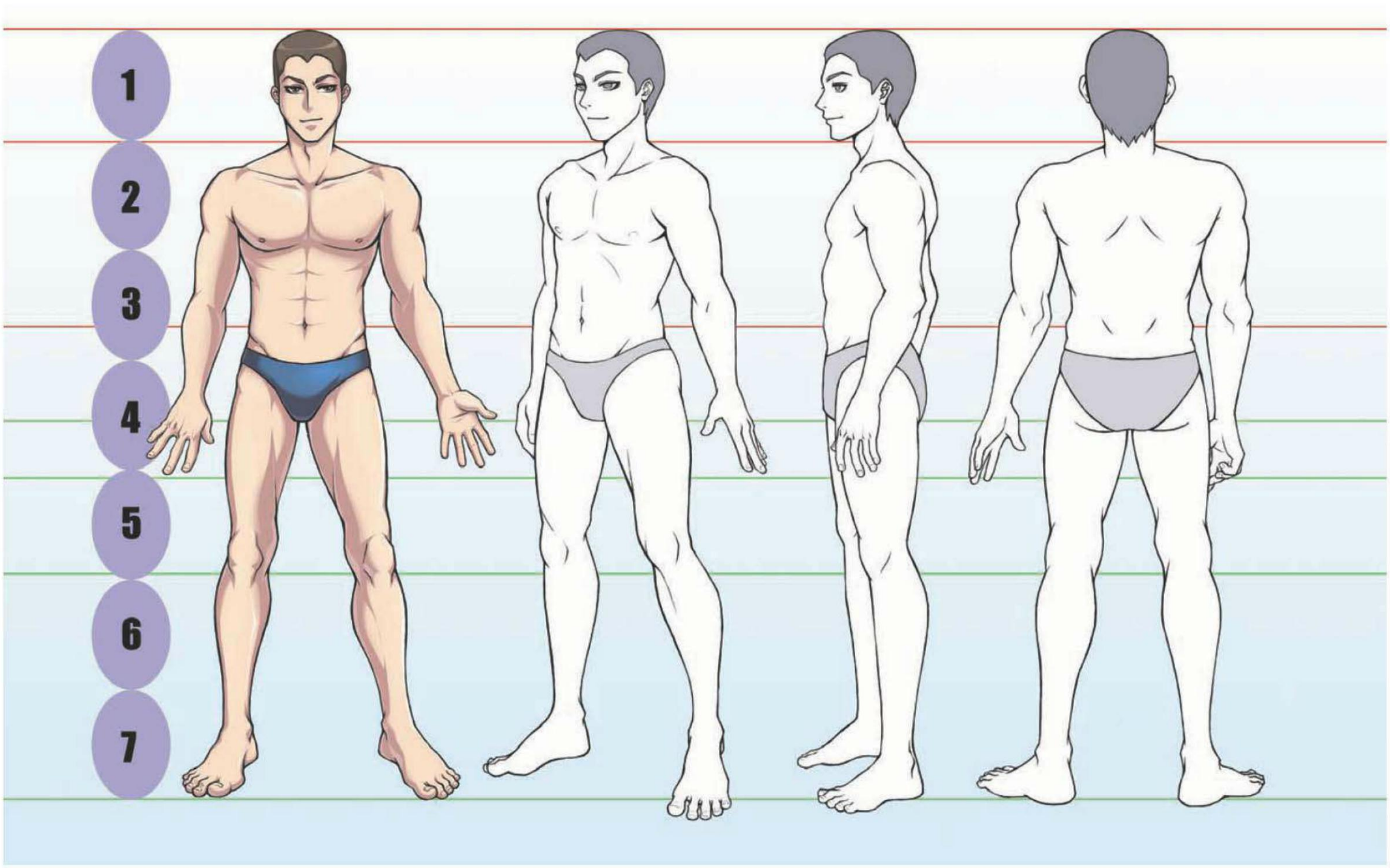
Square Give strong, beefy guys sturdy, square heads.



Circular Comical characters often have circular heads.

Full Figure Male

Understanding the human form is integral to becoming a manga artist, as human bodies are featured prominently in this character-driven art form. Below is a brief overview of a standard male form. While there are many types of male bodies—thin, overweight, or bulky—I generally like to draw relatively fit males with broad shoulders and slim waists. I also use angular lines, sharp muscle definition, and geometric shapes to convey strength and firmness. The guidelines below show how to use a character's head as a measuring unit. A standard figure's height is equal to seven of its heads. These proportions apply to the four major full-figure views—front, three-quarter, side, and back. Another general observation is that the male's upper body tends to be broader and wider than the lower body.





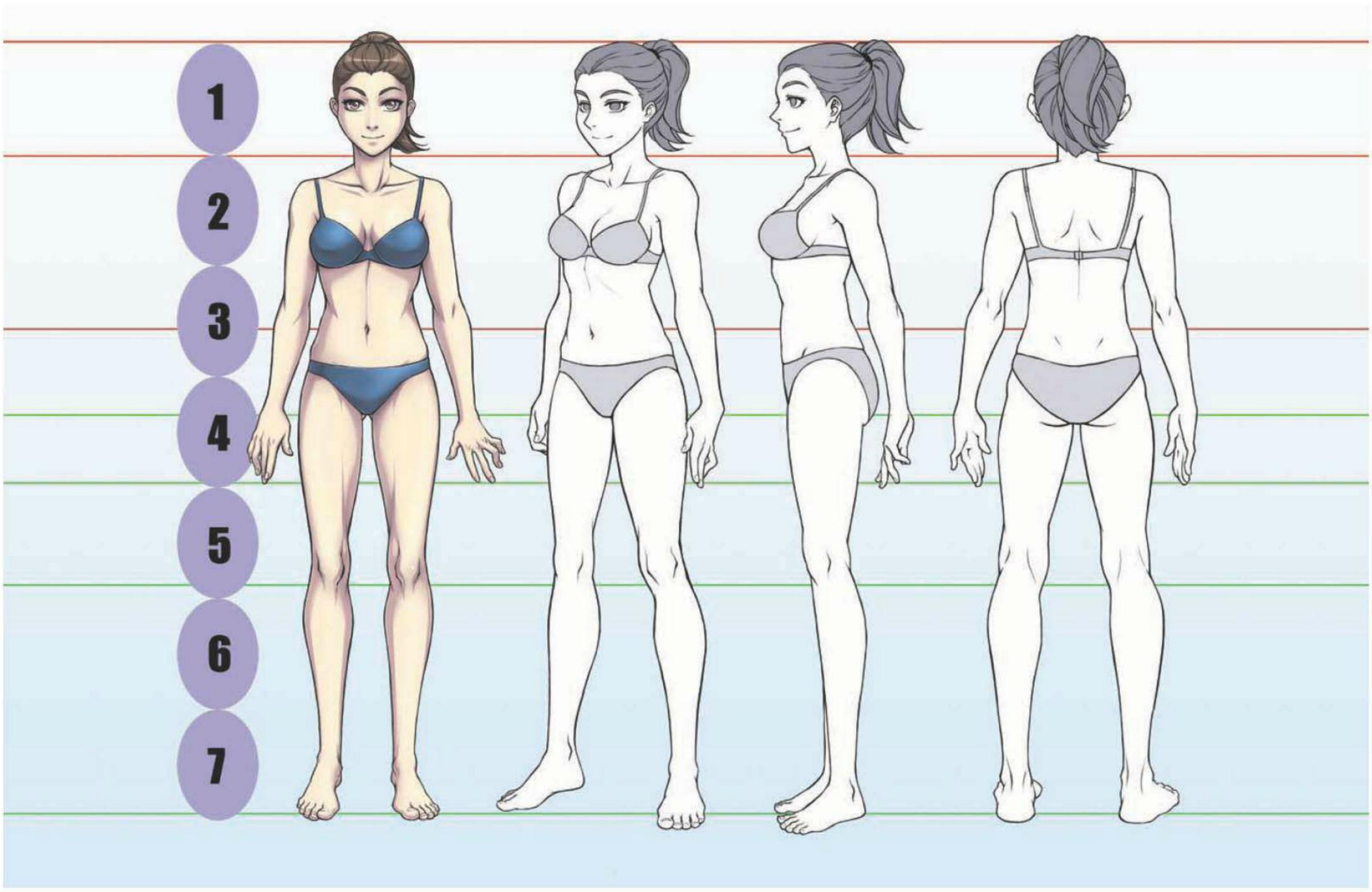
Foreshortened Male When viewed from above, this male figure is *foreshortened*. The top of the head and shoulders are large, with the rest of the body drawn with increasingly shorter lines to convey depth and distance.

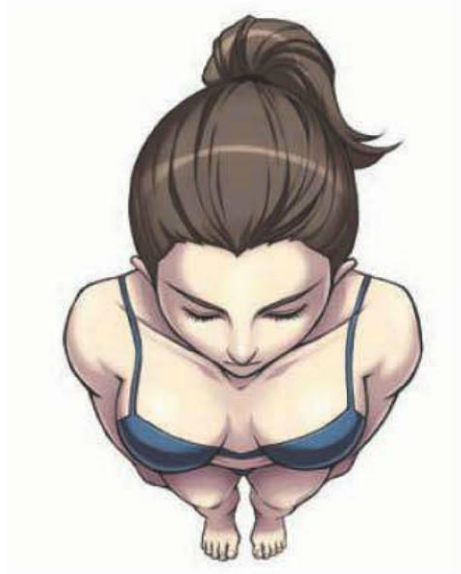


Sitting Male While you can draw the body in an infinite amount of poses, the actual length and size of any given body part never changes. This is where basic shapes and lines of action help guide you through complex proportions and poses.

Full Figure Female

For my particular style, I like to draw females with trim, firm, and fit bodies—not too thin or voluptuous. However, a character's figure also depends on her age; for example, adult women tend to have more prominent curves than teenage girls. While males are usually heavier in the upper body, females have smoother, rounder contours—particularly in areas such as the chest and hips. Therefore, females generally carry more weight in their lower bodies. The female's height is also equivalent to seven of her heads. However, if you put the male and female figures side by side, the male is taller, because the female's head is smaller, resulting in an overall shorter height.





Foreshortened Female As with the male figure viewed from above, this female's lower body appears smaller and farther away.



Lounging Female In this pose, the female's heads and hands are closest to the viewer. Her lower body is smaller, as it's farther away, or foreshortened. She is also lying at an angle, which helps further define the foreshortening.

Different Body Types

Once you are comfortable using the basic rules of body proportions and foreshortening discussed on pages 12–13, you can draw any adult or young adult body type and pose. You can even choose to exaggerate bodies or tweak specific body parts (see page 15).

You may also want to create younger and older characters or characters that grow up during the course of your story. To depict characters of different ages, fundamental laws of proportion still apply. However, there are some important differences between the bodies of children and adults. Below is a character at different ages, from a baby to an adult woman. Notice how her head is much larger in proportion to her body as a child than as a teen and adult. Also notice that as she ages, her curves, as well as her muscles, become more defined. Males tend to develop muscles and broader shoulders as they age, also.



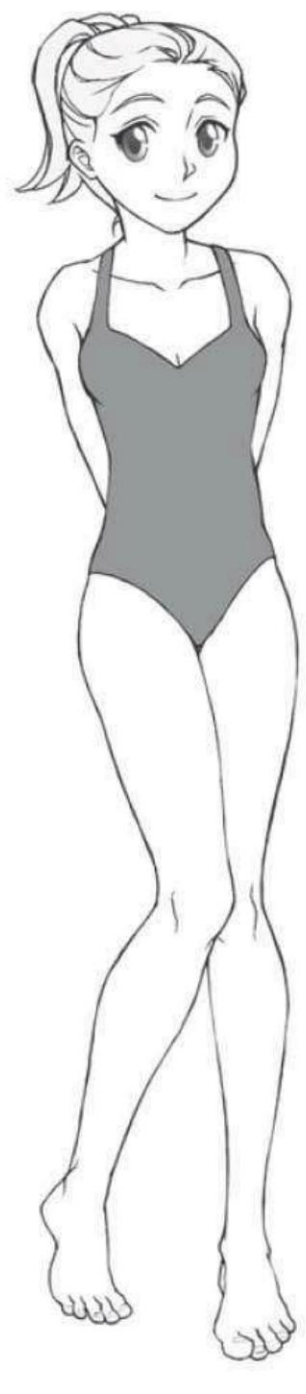
Baby

At this stage, male and female babies often look similar, especially if you disregard characteristics that define gender, such as clothes. At birth, babies' heads are much larger in proportion to their bodies. Exaggerating this concept by making the head and eyes very large and the hands and feet very small helps emphasize the young age.



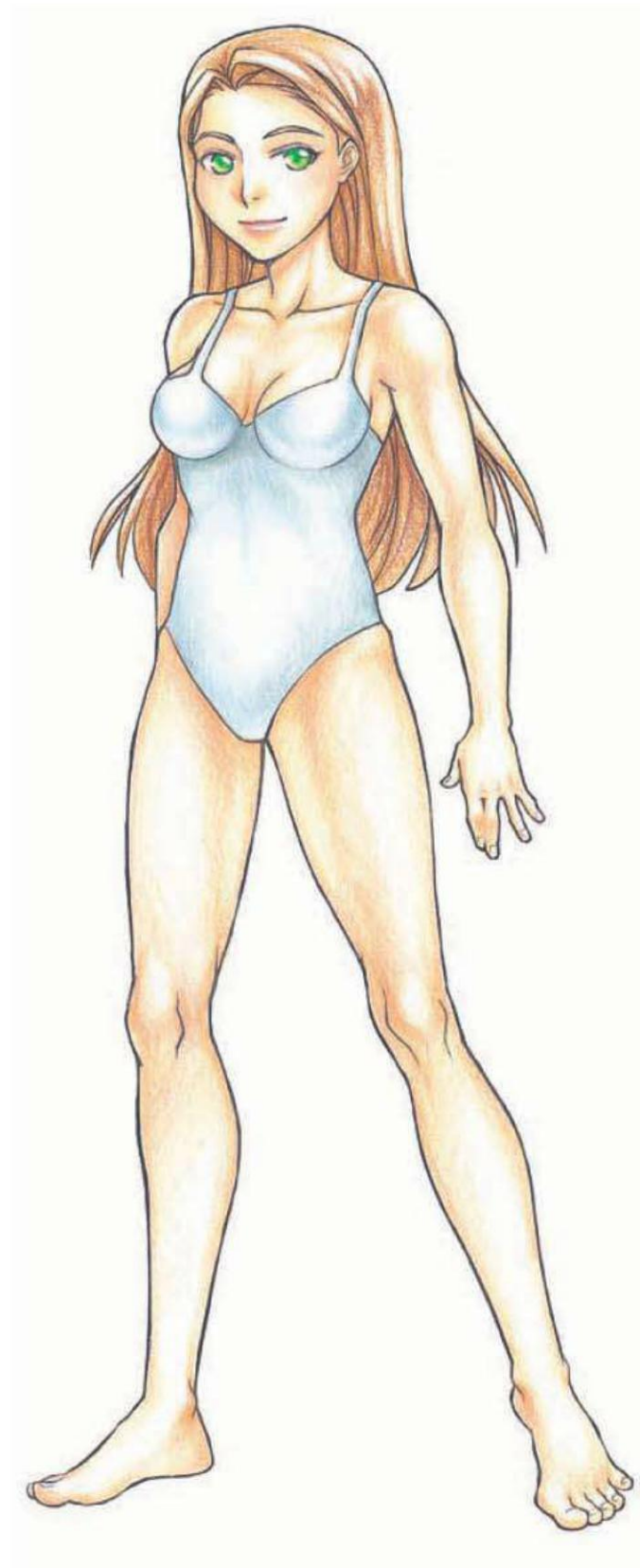
Child

Young children tend to have baby fat, resulting in evenly shaped, rounded torsos, and carry a lot of baby fat and limbs without much definition. Take away things like clothes and hair, and gender can still be hard to distinguish. Like with babies, drawing larger eyes and bigger heads will convey a more childlike age.



Teen

In adolescence, fat disperses, and muscles and bone structure become more prominent. A teenage girl, for example, may have longer legs and a curvy body, but still maintain a slim waist and form, which can help define her youth. Eye size can shrink, which can help define aging and growing up.



Adult

As a fully grown adult, this character's bone structure, muscles, and "hourglass" shape are well-defined. She stands at her full seven-head height.

What's a Chibi?

A common drawing concept found in anime and manga is the "chibi" form. *Chibis* are generally smaller, simpler caricatures of characters that are used to illustrate light, comedic situations. The word "chibi" is Japanese for "short person" or "small child." However, that doesn't make a younger version of a character a *chibi*. The three figures below are *chibi* versions of the characters on page 9. They are portrayed in a simplified and light-hearted fashion. What makes them *chibi* rather than children is that they appear older than children, but are drawn in a cute, cartoon-like style. Any character can be drawn in *chibi* style—even the most menacing villains!





Elongated Chibi Not every *chibi* character has to be short and stout. You can create a variation of the *chibi* form by drawing big heads with thin, elongated bodies. The most prominent feature of a *chibi* is the disproportionately large head and eyes, as well as simplified facial features. Study your favorite manga to see how *chibis* are dealt with and be sure draw in a style that creates a mood appropriate to a comic *chibi* situation.



Exaggeration Now that you've learned the fundamentals of drawing bodies, you can experiment and learn how to bend the rules. Many manga artists employ exaggeration to achieve stronger, more prominent characteristics. One of the male figures at left is extremely muscular with heavily exaggerated facial features. The other character is a heavyweight sumo wrestler. If you removed all the muscle and fat from these two characters, their bodies would be similar in terms of bone structure. However, the muscular character is composed of mostly angular lines, and the sumo wrestler is round virtually all over. Their bodies and facial features make a bold statement about their personalities.

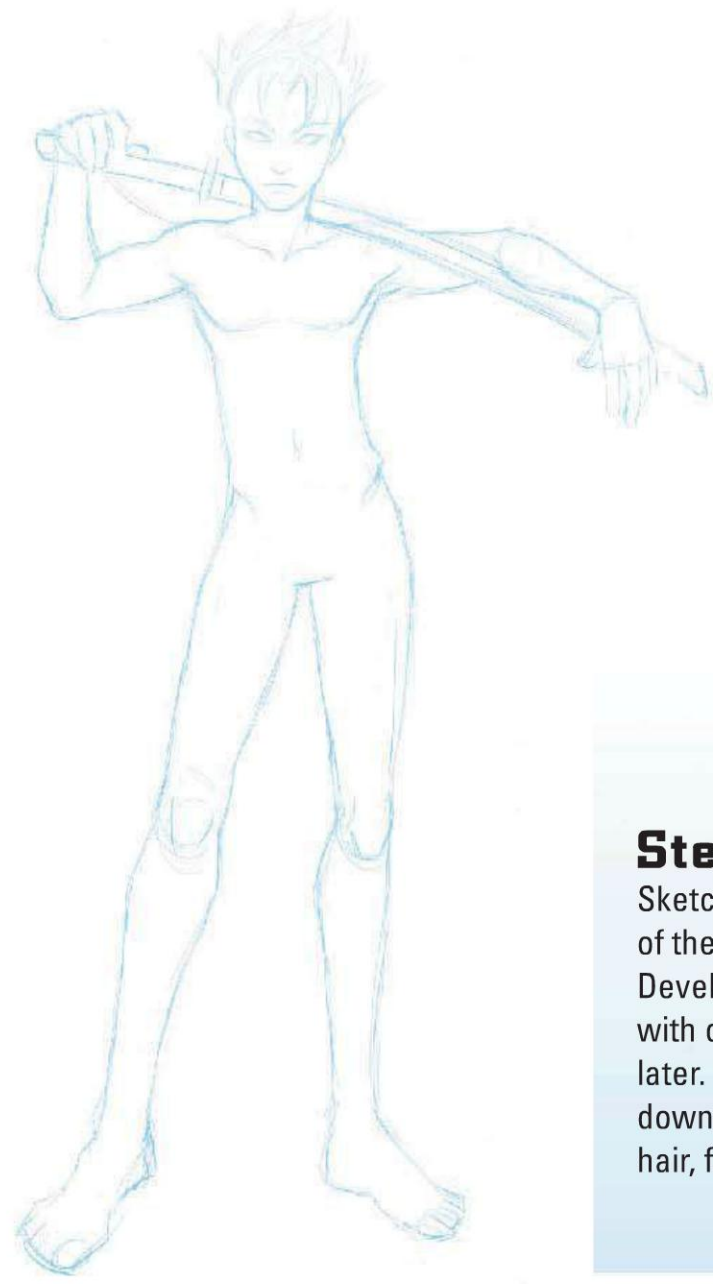
Male Hero

Most manga adventures feature a mysterious and moody hero with a serious but honorable goal or quest. This male hero may appear cold and distant, but he embodies the values of perseverance, fellowship, and justice.



Step 1

Sketch the body with basic shapes and map out the line of action, hip and shoulder lines, and major joints. Finalize the pose, body proportions, foreshortening, and perspective at this stage to prevent troublesome revisions later on.



Step 2

Sketch the basic contours of the body and sword. Developing the body will help with clothing shapes and folds later. Working from the head down, add basic details in the hair, face, hands, and feet.



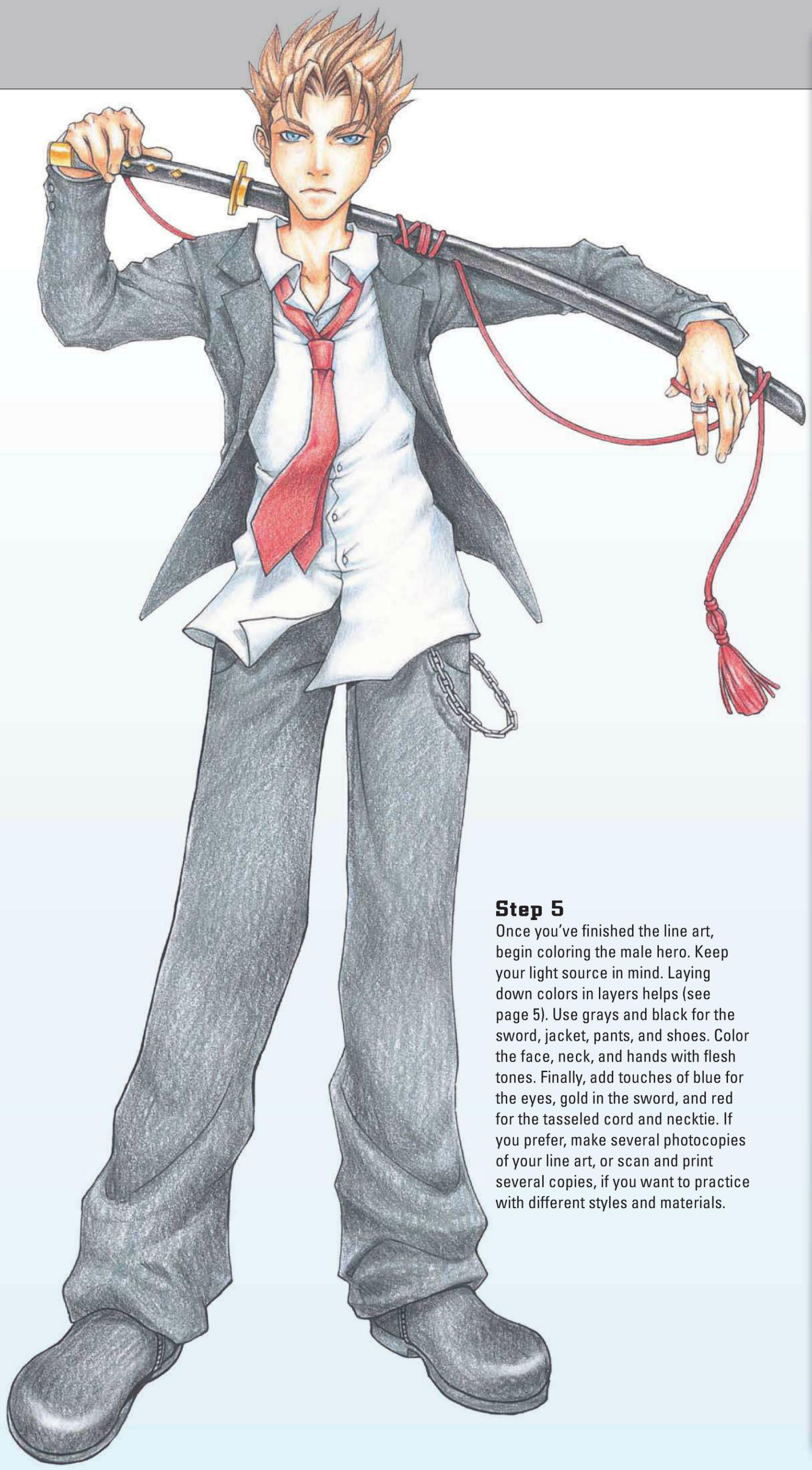
Step 3

Now add the clothes, but sketch lightly, as hard lines are difficult to erase and tend to smudge. Work in layers, drawing the shirt, coat, and pants. Next add accessories, such as the tie, pocket chain, and shoes.



Step 4

Once you have your final sketch, you can ink your drawing to create line art or make in more permanent. Inking will force you to clean up your drawing, making it easier to scan or color over.



Step 5

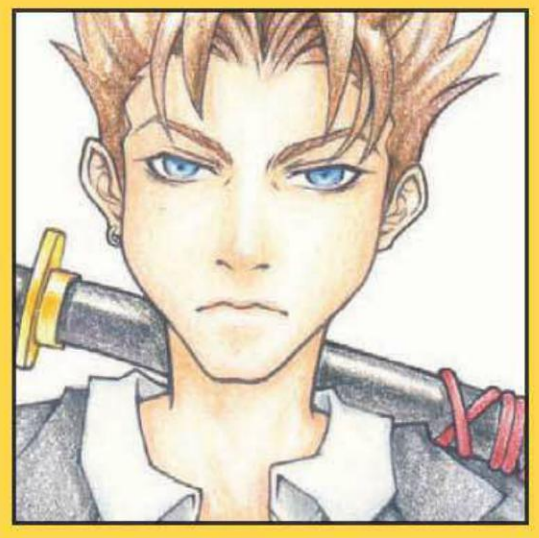
Once you've finished the line art, begin coloring the male hero. Keep your light source in mind. Laying down colors in layers helps (see page 5). Use grays and black for the sword, jacket, pants, and shoes. Color the face, neck, and hands with flesh tones. Finally, add touches of blue for the eyes, gold in the sword, and red for the tasseled cord and necktie. If you prefer, make several photocopies of your line art, or scan and print several copies, if you want to practice with different styles and materials.

Finishing Techniques

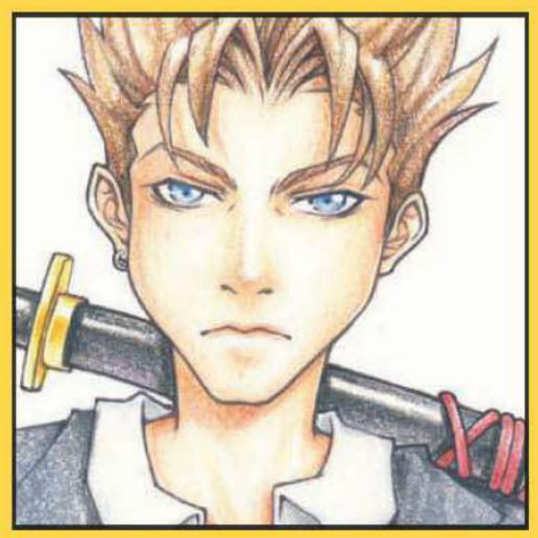
Fine details and value contrasts can bring a character to life. Not all of the details have to be drawn in the line art; shapes, depth, and details can be rendered with coloring. See page 5 for more information on inking, shading, and coloring.



Details **In the line art, the major details have been drawn in, but the nose is only represented with nostrils.**



Layers **Color in layers, starting with the lightest colors and gradually building up darker colors.**



Shadows and Highlights **Create sharper contrasts by darkening shadows and brightening highlights.**

School Girl

Shôjo manga often revolve around the daily lives of junior high or high school students. This school girl's main concerns involve passing her classes, finding romance, and bonding with her girlfriends. She may have hidden super powers, but that's for you, the *mangaka*, to decide!



Step 1

First, sketch out the basic shapes for this casual pose. Be sure to establish the action, shoulder, and hip lines, place the major joints, and measure out accurate body proportions.



Step 2

Draw the basic contours of the body, hair, and handbag. Next, add her facial features. Think about the character's personality. This classic girl next door has straight hair and wide, innocent eyes.



Step 3

Now draw her clothing. A traditional Japanese school uniform includes a collared shirt, tie, sweater, and short pleated skirt. To complete the outfit, add accessories, such as hairpins, a watch, plush keychain, and shoes. Be sure to render your final details and textures at this stage.



Step 4

Ink the sketch and erase unnecessary marks. Use fine, thin lines for a light, cheerful mood. You may want to make copies of your inked drawing to practice coloring on and work out your color palette before applying color to your line art.



Step 5

Begin coloring by laying down the lightest colors first, and then build up the darkest areas. If you are working with markers, use light pressure. Try using a cool gray for the sweater and a warmer gray or brown for the bag. With soft strokes, capture the textures in the blue skirt and strands of brown hair. Color the tie red and add pink for the hair pins, watchband, and shoes. Finish up by adding a few key highlights with a white gel pen or white acrylic paint. Adding white dots to the eyes and jewelry make them look brighter and shinier.

Expressive Accessories

Like hair, facial features, and body type, accessories tell a story as well. The school girl's bookbag, plush bunny, and hair clips show her youthful innocence. Below, see how jewelry, weapons, and other accessories add character.



Pet Lover This young girl's collar and bell strongly identify her with the animals that she adores.



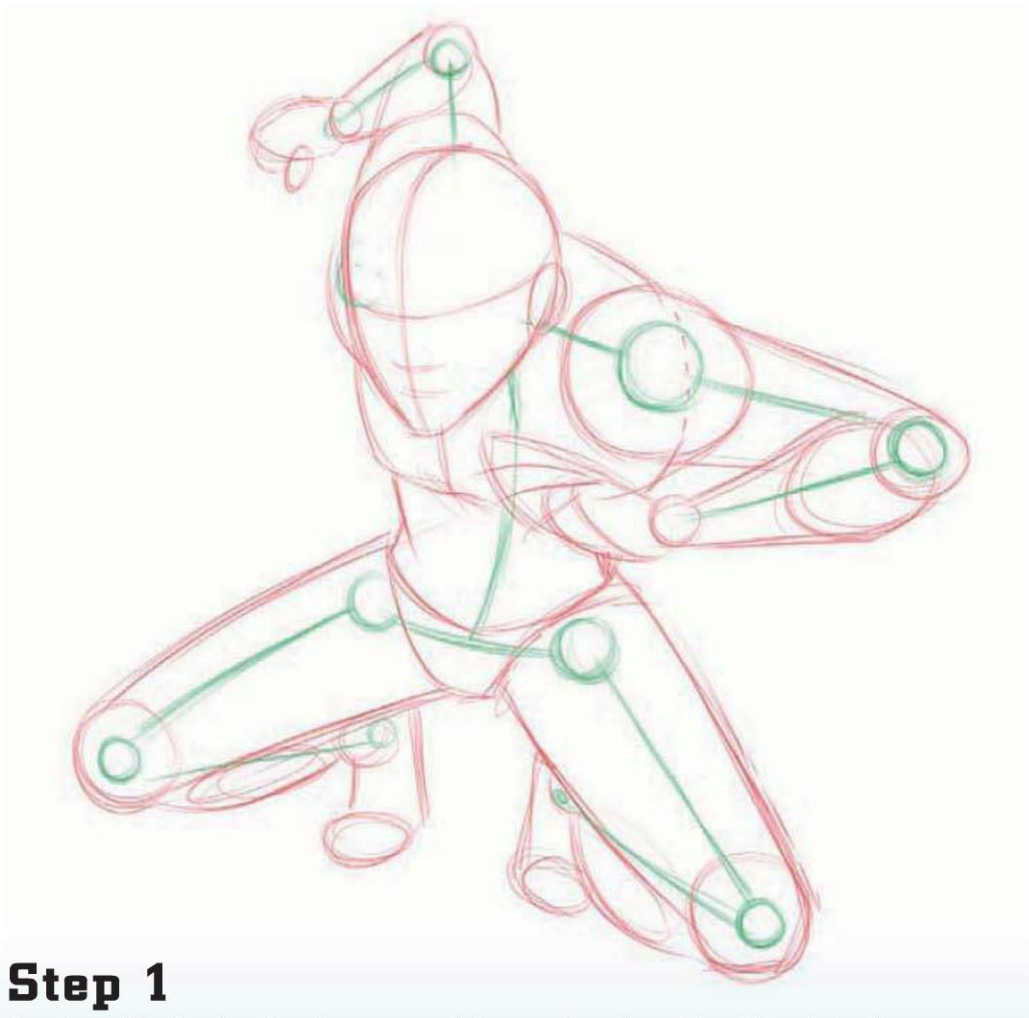
Bad Boy Something as tiny as an earring can give this confident bad boy a bit of unconventional charm.



Fighter A deadly ninja star, sleek sword, or classic pistol reflects a character's fighting style.

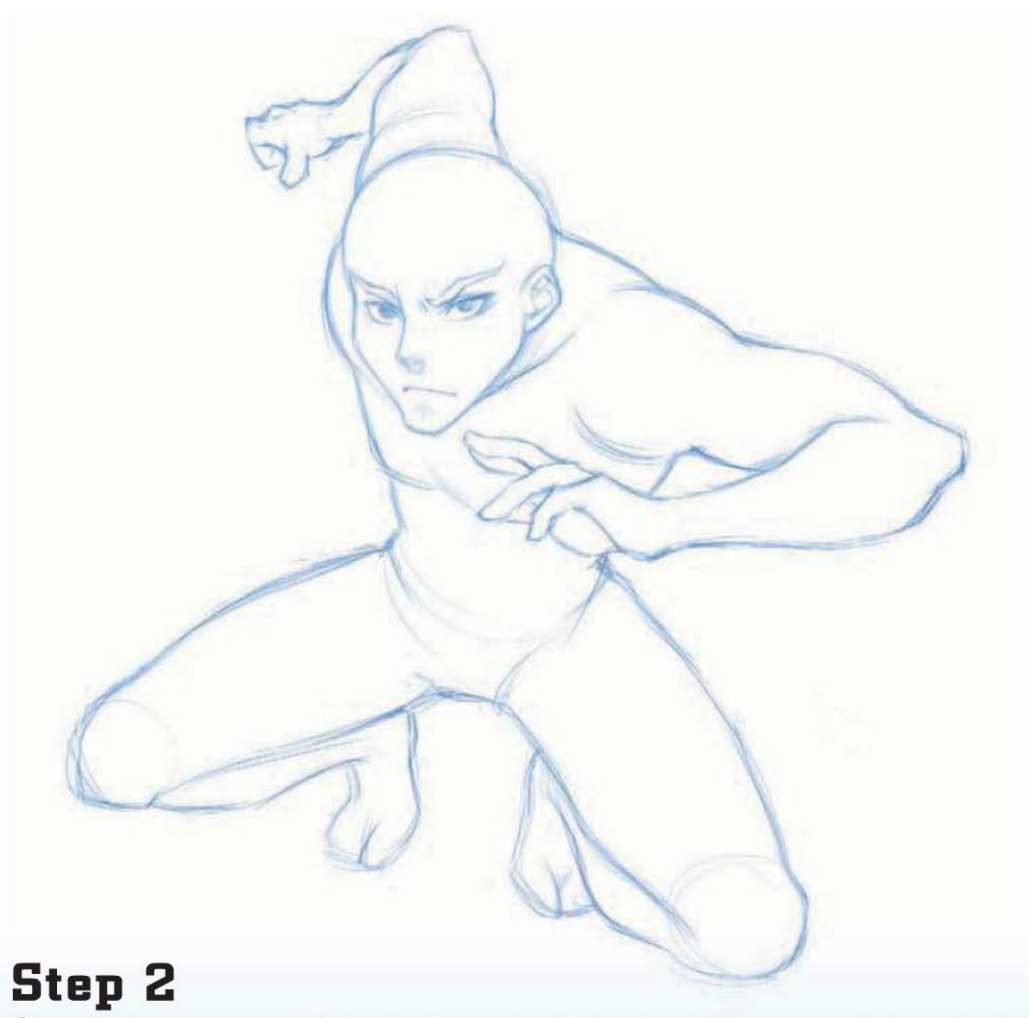
Ninja

Now that we've covered everyday characters, such as the school girl and the male hero, you may want to try out something more dynamic and complex. A ninja is a great character to experiment with, as ninjas are expert assassins and have extremely agile movements and action-packed lives.



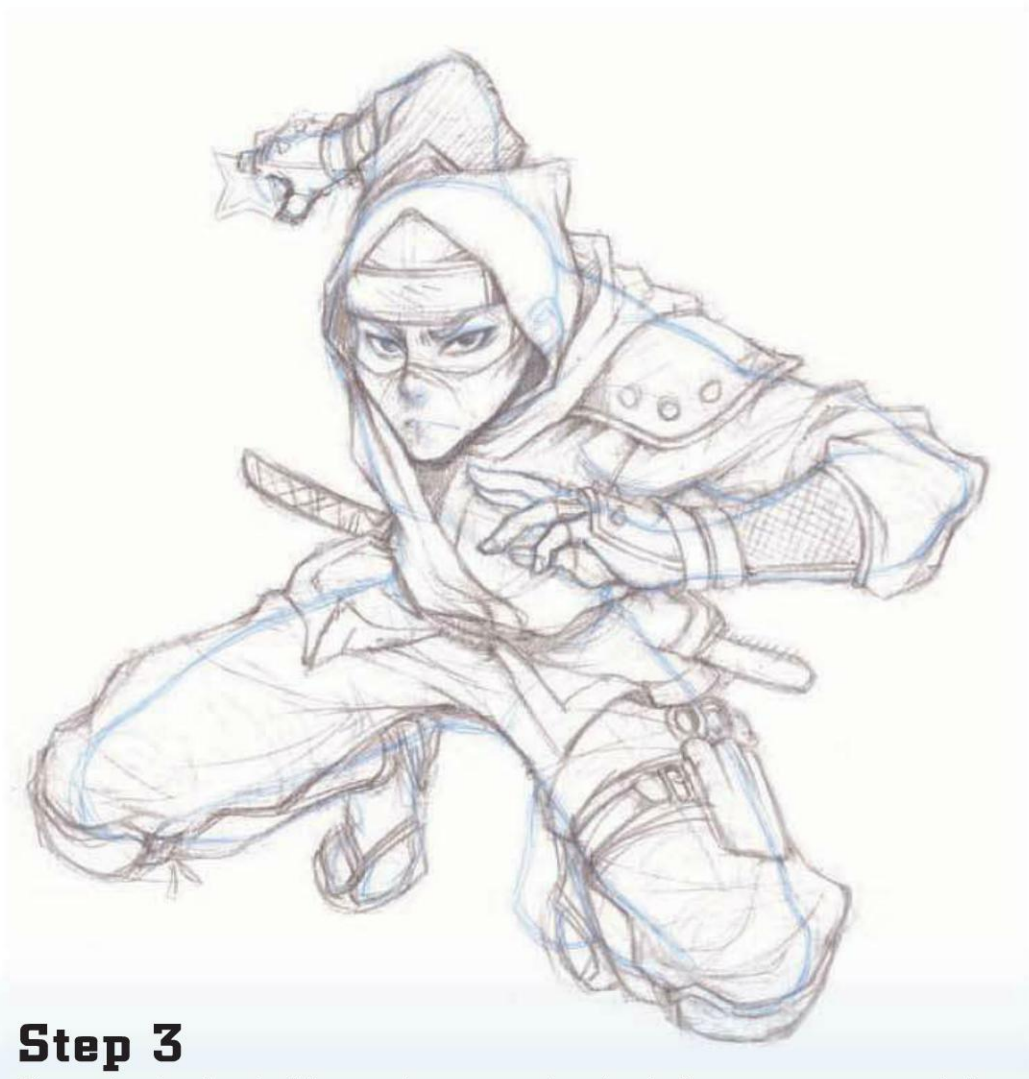
Step 1

Begin with the basic shapes and lines of action. For this ninja, it may be harder to see the line of action and joints because of the extreme pose. Keep in mind that arms and legs don't shrink in length though foreshortening (see page 12–13) makes it look like they do. Experiment at this stage to find a really dynamic pose.



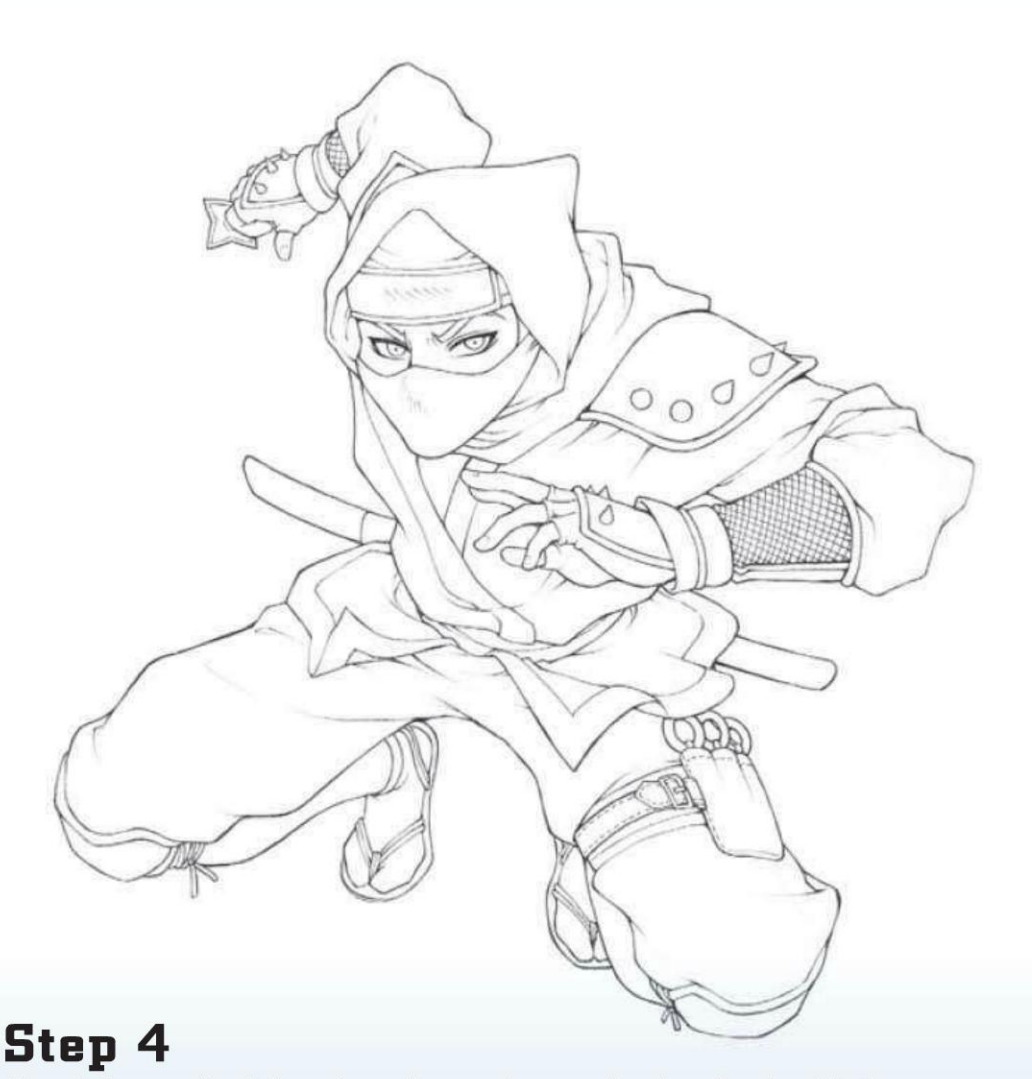
Step 2

Sketch the contours of the body, and add the facial features. I drew in the entire face here so the expression would be clearly defined. Shape out the muscles, fingers, and legs. With an action pose, you want to review your sketch often to see if it looks awkward or if the pose looks too stiff. You can always ask a friend to pose for you or keep a mirror handy.



Step 3

Draw the basic clothing and accessories, including weapons, sandals, and spiked gauntlets. Carefully render the different folds and textures. Although his face will be covered, I suggest sketching the ninja's facial features to establish his personality and expression.



Step 4

Now ink your final drawing, sharpening up the details. As this image involves many distinct elements that are close together, be cautious about smudging. You can place a small ruler or plastic lid beneath your hand to prevent the oils on your skin from smearing your work.



Step 5

The color palette for a ninja is basically monochromatic. His clothing, sword, eyebrows, and mask are very dark gray and black. Color the band around his leg a dark brown and let the lighter flesh tones of his fingers and area around his eyes provide a dramatic contrast to his dark apparel. Next, add silver accents to his armor, spikes, headband, and *shuriken*, or throwing star. Complete the image with piercing blue eyes, and remember to leave bright highlights in the eyes and reflective metal items.

Manga Meet & Greet

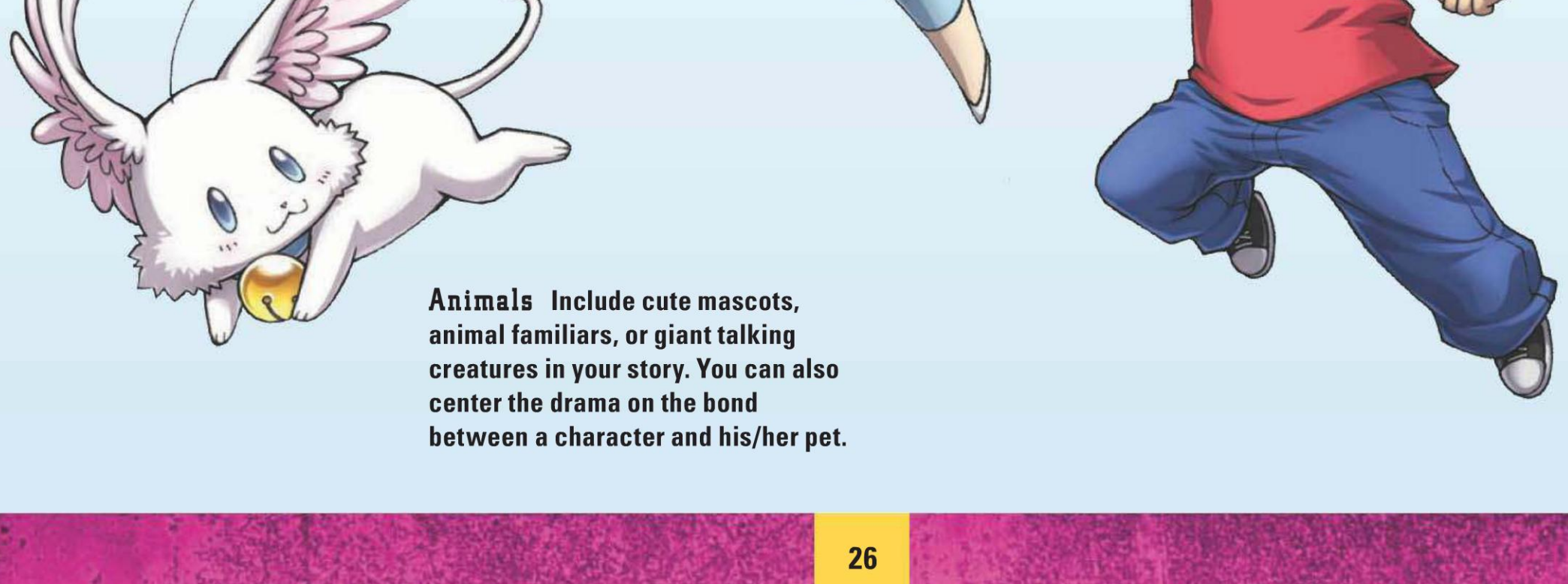
The types of characters that populate the manga world are vast and varied, ranging from magical girls who lead secret lives to sinister villains who constantly challenge our courageous heroes. Knowing the genre of manga that appeals to you—heroic, romantic, hobbyist, or eclectic—can help narrow down your character options. First decide on your protagonist, and then think about his/her relationships with the other characters in your story.

A compelling story follows a protagonist through a journey of discovery and personal progress, whether the protagonist is a hero on an epic quest or an ordinary student dealing with daily life. Each character in the story contributes to the protagonist's development and may act as an ally, rival, love interest, or enemy. You may also choose to focus on more than one protagonist or add characters for the sole purpose of comic relief. Regardless of your character choices, be sure to portray them in situations that bring out their most prominent personality traits, involve a lot of interaction, and allow them to affect each other's character growth.

Cat Girl **Are you a feline lover? Add the purr-fect touch to your manga with a cat girl, a common character whose origins can be traced back to the transforming cat of Japanese folklore.**



Chibis **Draw *chibi* versions of your characters for comedic scenes or make all of your characters adorable *chibis!***



Animals **Include cute mascots, animal familiars, or giant talking creatures in your story. You can also center the drama on the bond between a character and his/her pet.**

Heroes and Villains Popular heroes and villains include ninjas, vampires, and knights. Pit your characters against each other for action-packed drama!

Magical Girl Fascinated by the idea of secret identities? Feature a high school girl who transforms into a magical heroine!

Maid Many romantic comedies pair up attractive maids with ordinary guys. Add a twist to this convention with a bookish or clumsy maid.

Otaku An *otaku* is a fan of anything, from video games to manga. Use an *otaku* character to show how an average, geeky guy can win romance and recognition with his kind heart.

Finding Inspiration from Real Life

Most artists draw upon their own experiences and feelings to find inspiration for their art. Try creating a love story that is based upon your own romantic experiences or a fantastical story that brings your most serious or silliest hopes to life. You can also manga-fy a friend's eventful life.

Another great way to come up with storylines and characters is to look around you for inspiration. Ordinary people that you see and come into contact with daily can spur intriguing characters. Take time to simply observe people and imagine what their stories are.

Average Family A young couple and their daughter enjoy a fun outing at the local fair.

Little Girl This sweet girl just won a stuffed animal at the ring toss.

Young Woman A pretty fairgoer asks the friendly officer for directions.

Police Officer Perhaps this handsome officer practices martial arts in his spare time.

Teenage Couple This young couple in love could be the captain of the football team and the head cheerleader.

Manga-fy This!

Now transform the everyday people you see into popular manga characters. Tap into the manga potential of your family members, friends, classmates, and coworkers. It's *your* manga-verse, so let your imagination run wild! The characters that inhabit the pages of your manga are totally up to you, but you can borrow traits and inspiration from the people around you.

Animal Familiar A plush toy can become an energetic side-kick!

Superhero Family The ordinary family from the fair scene has been completely revamped into an intergalactic crime-fighting team, complete with futuristic outfits and cool gadgets.

Imperial Agent
An ordinary girl can be transformed into a miko, or shrine maiden—a priestess with immense spiritual energy who can convey fortunes and futures from ancient gods.

Samurai This warrior follows a strict code of honor and service, similar to his modern-day counterpart, the police officer.

Royal Couple Do you recognize this dashing prince and his pampered princess? They are the sweet teenage couple on a date at the fair.

Conquer the Manga-Verse



Congratulations! You are well on your way to becoming a *mangaka*. The basic tools, techniques, and tips in this kit were designed to introduce you to the art of manga and encourage you to create your own manga stories. However, your manga journey has just begun! To develop your newfound skills, I recommend drawing every day. Experiment with different styles, subject matter, and drawing materials. Simply carry your sketchbook with you everywhere, and practice drawing the people and objects around you. Remember, your favorite manga and movies, your own experiences, and just about anything can be a source of inspiration.

So I entrust you with this mission: Go out into the world and spread the manga madness!